**In the Claims:**

1.  (Previously presented)  A user device comprising:

a network interface for communicating via a network,

a processor arrangement for booting,

a module for implementing a protocol for transmitting, during booting of the processor arrangement, multimedia content by a third-party device to said user device via said network,

a content player for playing, during said booting, multimedia content transmitted by said third-party device.


2.  (Previously presented)  A user device as claimed in claim 1 further comprising a memory for storing multimedia content, wherein:

a) said module for protocol-implementing:

transmits a first request asking whether said third-party device has multimedia content to download to said user device,

receives a response to said first request,

sends a second request, depending at least on said response, said second request asking for the download of multimedia content,

receives the requested multimedia content, and

stores the received content in said memory, and

b)  the content player plays other multimedia content stored in said memory prior to downloading the multimedia content.


3.  (Previously presented)   A user device as claimed in claim 1 wherein:

a) said module for protocol-implementing means

transmits a request asking for the streaming of multimedia content, and

receives multimedia content streamed by said third-party device in response to said request, and

b) the content player plays the streamed multimedia content as it is received.

4. (Previously presented) A user device as claimed in claim 3 wherein the content player stops playing in response to said booting finishing.

5. (Previously presented) A method of playing a content on a user device that communicates via a network, said method comprising the steps of:

booting said user device,

implementing a protocol for transmitting, during said booting, multimedia content by a third-party device to said user device via said network, and

playing, during said booting, multimedia content transmitted by said third-party device.

6. (Previously presented) A method as claimed in claim 5 of playing a multimedia content on a user device which comprises a memory for storing multimedia content, wherein

a) said protocol-implementing step includes:

transmitting a first request from said user device, said first request asking whether said third-party device has new multimedia content to download to said user device,

transmitting a response to said user device, at least if said third-party device has new multimedia content to download,

transmitting a second request from said user device depending at least on said response, said second request asking for the download of said new multimedia content, and

downloading said new multimedia content from said third-party device to said user device,

storing the downloaded multimedia content in said memory, and

b) said playing step includes playing multimedia content stored in said memory prior to said downloading.

7. (Previously presented) A method as claimed in claim 5 of playing multimedia content on a user device, wherein:

a) said protocol-implementation step includes:

transmitting a request from said user device, said request asking for the streaming of multimedia content, and

streaming multimedia content from said third-party device to said user device in response to said request, and

b) said playing step comprises playing the streamed multimedia content on said user device as it is received.

8. (Previously presented) A method of playing multimedia content as claimed in claim 5, wherein the transmitted multimedia content is customized by said third-party.

9. (Previously presented) A method of playing multimedia content as claimed in claim 5, wherein the transmitted multimedia content is compressed.

10. (Previously presented) A third-party device for communicating via a network and for implementing a protocol for transmitting multimedia content to a user device via said network, comprising:

a receiver for receiving a first request sent by said user device during booting of the user device, said first request asking whether said third-party device has a multimedia content to download to said user device and for receiving a second request sent by said user device during booting of the user device, the second request asking for the download of a multimedia content, and

a transmitter for transmitting a response to said user device, at least if said third-party device has multimedia content to download to said user device, and

for uploading multimedia content to said user device upon reception of said second request.

11. (Previously presented) A system comprising:

at least a user device that while booting, initiates implementation of a communications protocol and plays multimedia content,

a third-party device that, while the user device is booting, communicates with the user device during booting using the communications protocol and, while the user device is booting, transmits multimedia content to the user device and

a network over which the communication and transmitting occurs.

12. (Previously presented)   A computer readable medium storing program comprising instructions for implementing a method as claimed in claim 5, when executed by a microprocessor of a user device.